

HOLL/ACCONCI: TEMPORARY INSTALLATION FOR STOREFRONT

The first step is to 'enlarge' the space, on the one hand just visually and on the other hand physically:

1. The triangle is re-built in forced perspective: the ceiling is made to slope down, and the floor is made to slope up, as they approach the far point (the walls already come together, so they don't have to be tampered with). The space is, in effect, made smaller in order to appear larger.
2. The space is made to 'bulge.' Built into the outside wall are something like 'tumors' -- from inside, the wall swells out, there are bumps and bulges onto the outside. These swellings can be entered, from inside the space. The swellings function as capsules, compartments added on to the space.

The storefront space is turned into a corridor with bulges off to the side. This 'hallway-with-warts,' then, is used as the support structure for media (video, audio): a media row with media points -- a media route with media nodes -- a media circulation-system with media stopping-places.

The basic premise is: since the space is too small for 'actual' architecture (after all, STOREFRONT is used customarily as a place for drawings and models), it will be used instead as an occasion for media architecture, mental architecture, 'virtual' architecture.

Once a person enters the STOREFRONT space, then, the person enters a realm of make-believe architecture, or future architecture, or 'other' architecture -- it's like walking into 'architecture-in-the-movies.' The outside space, the facade, is used all the while as the present, as fact, as here-and-now: the bulges through the facade become, on the outside, part of a seating-system (and possibly a walkway-system) across the facade.

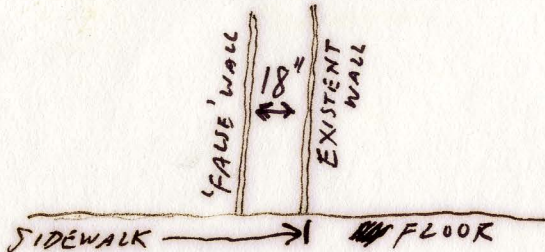
(Let me define a little better what the corridor-with-bulges might look like: there might be a line of TV-monitors in sequence down the line of the ceiling -- where the ceiling is wider, there might be one monitor next to another; where the ceiling narrows, there's room for only one monitor -- monitors might be back-to-back, at the ceiling (as you walk down the corridor, you walk through one row of images; when you're at the end of the corridor, the wall might fold out into a seat, from which you can watch another row of images, one behind the other, in front of you) -- the walls, on either side of you, might be turned into wall-size speaker, walls of sound -- the bulges you walk into might be places where video curves around you, surrounds you (whereas the media in the corridor is sequential, the media in the 'nodes' is simultaneous).

NOTES FOR RENOVATION OF 'STOREFRONT'

3 basic elements: 1) storefront wall; 2) interior triangle;
3) basement-use.

1. Storefront wall. (All this depends on whether we can legally extend out onto sidewalk -- how far we can extend out onto sidewalk.

A. False wall (as if the vertical plane of the storefront wall/window marches out onto sidewalk.



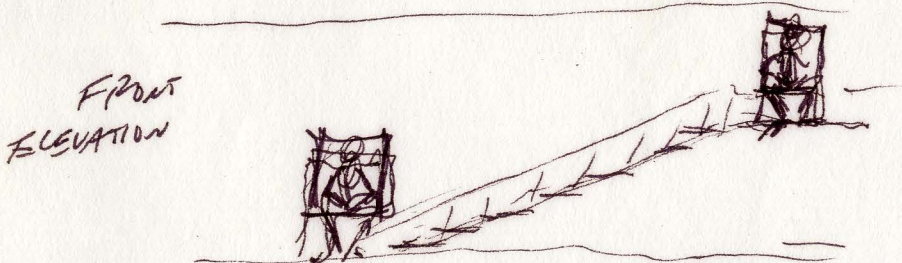
One or both of these walls can be glass; opaque wall can be rolled down shade-like when transparency isn't useful.

B. Bulge(s) in wall.

i. Bulge out onto street.

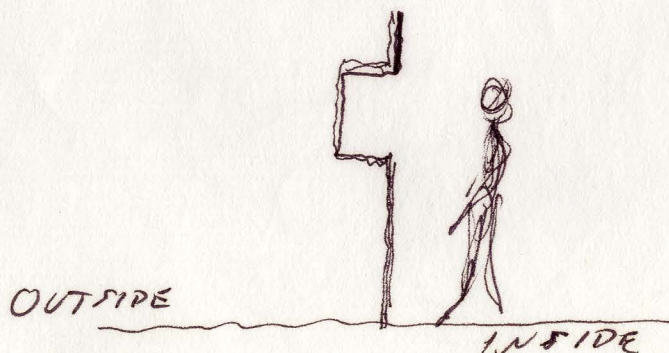


Individual seat or continuous bench



Multi-height seats

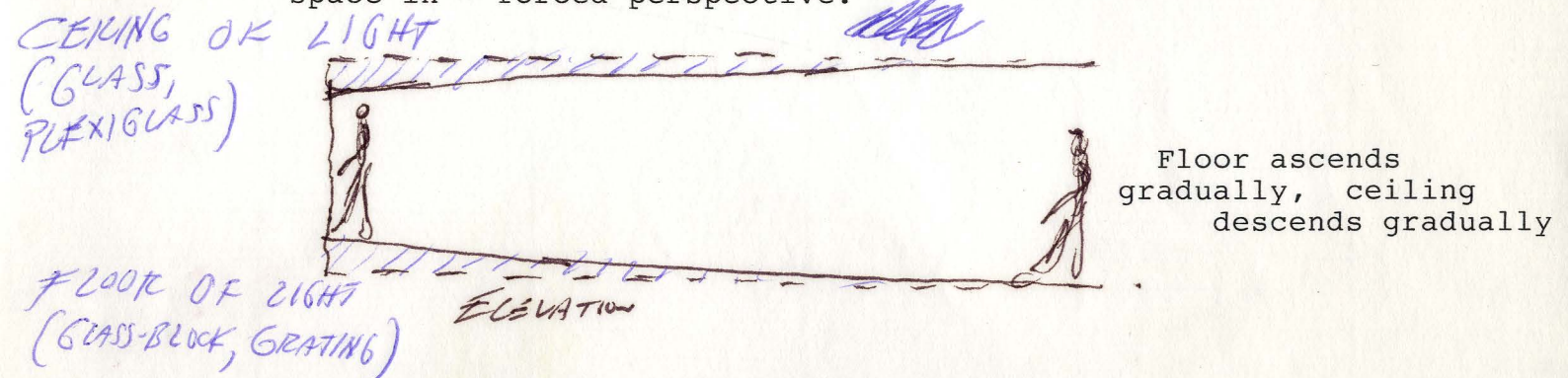
ii. Bulges into the space.



Compartment, capsules (for, say, models or drawings.

2. Interior triangle.

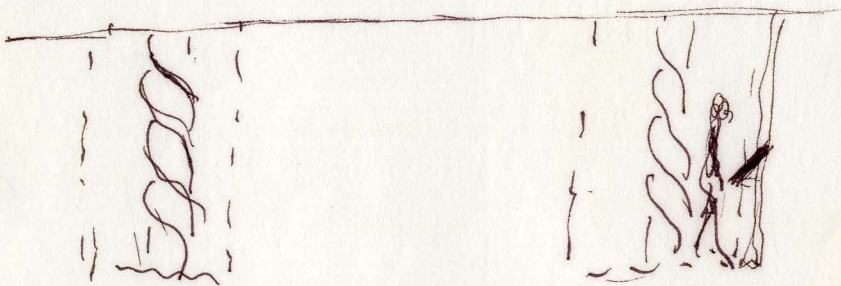
The space, as it is, narrows into (almost) a point: make the space (seem) longer by making it shorter: re-build the space in forced perspective.



3. Basement-use. (First of all, how much of it can we use?)

Assuming we can use only portions, here and there:

Spiral staircases down into compartments, cubby-holes, under the floor.



Each spiral staircase leads down into a different tiny room: a reading-room, an office (or: further break down office -- a telephone room, a fax room, a computer room...)